TOP SECRET

UNITED STARFORCE OF PLANETS

THE FOLLOWING INFORMATION IS RESTRICTED
TO AUTHORIZED STARSHIP CAPTAINS ONLY.
ANY UNAUTHORIZED USE WILL RESULT IN
COURT MARTIAL.

FOR PREVIOUS PAGE TYPE P

MISSION OBJECTIVE:

IN THE LAST FEW YEARS, TENSION WITH THE KLYRON EMPIRE HAS RISEN TO DANGEROUS LEVELS. AS A RESULT, THE STARFORCE HAS STATIONED SEVERAL STARBASES ALONG THE KLYRON PERIMETER. IN A SURPRISE ATTACK, A KLYRON INVASION FORCE HAS ENTERED STARFORCE TERRITORY AND IS THREATENING DESTRUCTION OF OUR STARBASES.

AS CAPTAIN OF THE USS ENTERPRISE, YOU ARE ORDERED TO DEFEND THE FEDERATED TERRITORY AT ALL COSTS. YOUR SISTER SHIP, THE USS COLUMBIA, IS ALSO ORDERED INTO ACTION, BUT WILL NOT ARRIVE FOR SOME TIME.

STARSHIP SYSTEMS

EACH STARSHIP IN THE TRITIUM CLASS IS EQUIPPED WITH A VARIETY OF SYSTEMS. THESE INCLUDE:

1) HELM CONTROL
2) SHORT RANGE SCAN (SRS)
3) LONG RANGE SCAN (LRS)
4) PULSAR CONTROL
5) PROTON TORPEDO CONTROL
6) SHIELD CONTROL
7) SUBSPACE COMMUNICATIONS
8) LIBRARY COMPUTER
9) TRACTOR BEAM
01) WEAPONS STATUS
02) RESUPPLY
03) POWER TRANSFER
04) DAMAGE CONTROL
05) REPAIR
06) STATUS REPORT

TO ACTIVATE ANY SYSTEM, JUST TYPE THE APPROPRIATE NUMBERS, OR YOU CAN USE THE JOYSTICK. (PORT 2)

1) HELM CONTROL:

AS CAPTAIN OF A STARSHIP, YOU ARE CAPABLE OF MANEUVERING WITH IMPULSE POWER, OR WITH THE ADVANCED FOURTH GENERATION WARP DRIVE ENGINES FUELED BY DI-LITHUIM CRYSTALS IN A 1:1 MATTER TO ANTI-MATTER RELATIONSHIP. THE GALACTIC SECTOR YOU ARE TO DEFEND IS DIVIDED INTO 81 QUADRANTS, EACH OF WHICH IS FURTHER SUBDIVIDED INTO 64 SECTORS.

TO NAVIGATE YOU WILL BE ASKED TO INPUT A COURSE. THE COURSE IS IN A CIRCULAR NUMERICAL VECTOR ARRANGEMENT AS SHOWN. INTEGER OR REAL VALUES MAY BE USED. (IE. 1.5 IS BETWEEN 1 AND 2)

NAVIGATIONAL DATA IS AVAILABLE FROM THE MESOTRONIC II LIBRARY COMPUTER, WHICH WILL BE DISCUSSED LATER.

THE NEXT PIECE OF DATA REQUIRED IS THE PARSEC DISTANCE. EACH QUADRANT IS ONE PARSEC IN LENGTH. THEREFORE, IF YOU REQUIRE A MOVE OF TWO QUADRANTS, A VALUE OF 2.0 IS CORRECT. DECIMAL VALUES WILL ALSO MOVE YOUR STARSHIP ACCORDINGLY.

IF THE WARP DRIVE IS FUNCTIONING, YOU WILL BE ABLE TO SELECT ANY VALUE BETWEEN 0 AND 8.0. HOWEVER, IF IT IS NOT FUNCTIONING, THE SELECTION WILL DEFAULT TO A VALUE OF 0.5.

2) SHORT RANGE SCAN (SRS):

THE SHORT RANGE SCAN WILL DISPLAY TACTICAL INFORMATION IN THE IMMEDIATE AREA ONLY. THE DISPLAY WILL SHOW ALL THE REQUIRED INFORMATION NECESSARY TO DO BATTLE WITH ANY OPPONENT. THE MAIN DISPLAY WILL CONTAIN YOUR STARSHIP, SEVERAL PLANETS, AND POSSIBLY A STARBASE AND/OR SEVERAL KLYRON SHIPS.

ON THE RIGHT ARE THREE POWER GRAPHS LABELLED D, F AND R (DRIVE; FORWARD AND REAR SHIELD). THESE GRAPHS RANGE UP TO 3000 UNITS. BELOW THIS DISPLAY IS SHIELD INDICATOR, WHICH WILL SHOW IF THE APPRORIATE SHIELD STRENGTH IS UP OR DOWN. IN THE BOTTOM RIGHT IS THE TACTICAL SCANNER (TAC SCAN), WHICH WILL SHOW THE POWER LEVELS OF THE ENEMY BATTLECRUISERS. TO THE LEFT IS THE COMMAND WINDOW, WHICH FILLS WITH THE APPROPRIATE INFORMATION DEPENDING ON THE DEVICE OR ACTION TAKEN.

SHORT RANGE SCAN DISPLAY

POWER LEVEL GRAPHS

SHIELD INDIC.

STATUS WINDOW

DAM

COM

DATE

COMMAND WINDOW

TAC SCAN

DIRECTLY BELOW THE MAIN DISPLAY IS A BAR CONTAINING THE STATUS WINDOW, TWO ANNUNCIATOR LIGHTS, AND THE PRESENT STARDATE. THE LEFT MOST ANNUNCIATOR SIGNALS IF THE STARSHIP RECEIVES SUFFICIENT DAMAGE TO CRIPPLE A DEVICE. THIS LIGHT WILL THEN STAY ON UNTIL YOU HAVE VERIFIED THE DAMAGE WITH THE DAMAGE CONTROL OR REPAIRED THE DEVICE.

THE OTHER ANNUNCIATOR WILL SIGNAL IF YOU HAVE RECEIVED A SUBSPACE COMMUNICATION, AND WILL STAY ON UNTIL YOU HAVE CHECKED THE COMMUNICATION BOARD.

3) LONG RANGE SCAN (LRS):

THERE ARE THREE MAIN DISPLAYS ON THIS SCREEN. THE TOP LEFT SHOWS THE LONG RANGE SCAN, TO THE RIGHT A MINIATURE GALACTIC LIBRARY, AND AT THE BOTTOM, THE POWER LEVELS OF EACH STARBASE.

THE COMPUTER LIBRARY AND LONG RANGE SCAN ARE COLOR CODED DEPENDING ON WHAT OR WHO IS IN WHICH QUADRANT. THE COLORS IN ORDER OF PRIORITY ARE:

BLUE	215	ENTERPRISE LOCATION
RED	312	KLYRONS PRESENT
GREY	014	STARBASE PRESENT
GREEN	002	SAFE QUADRANT
YELLOW	***	UNKNOWN QUADRANT

WHAT THE NUMBERS MEAN IS SIMPLE.
FOR EXAMPLE THE 215 ABOVE INDICATES:

TOTAL KLYRONS: 2 - TWO KLYRONS
TOTAL STARBASES: 1 - ONE STARBASE
TOTAL PLANETS: 5 - FIVE PLANETS

THE MINIATURE GALACTIC LIBRARY IS JUST A COLOR REPRESENTATION OF THE REAL GALACTIC SECTOR RECORD. IT IS VERY USEFUL IN PLANNING YOUR NEXT MOVE.

SINCE THE STARBASES ARE UNDER ATTACK, THEIR POWER LEVELS ARE CONSTANTLY CHANGING. THE GRAPHS ON THIS SCREEN WILL SHOW THE PERCENTAGE OF POWER REMAINING FOR EACH STARBASE. WHEN THAT POWER REACHES ZERO, THE STARBASE WILL BE DESTROYED.

4) PULSARS:

THE SEPARATE FREQUENCIES OF THE LASER AND PARTICLE-BEAM CANNONS HAVE BEEN ALIGNED TO FORM THE FEDERATION'S ULTIMATE WEAPON; THE PULSAR. THE WIDE BAND FREQUENCY SAMPLING AND MULTI-CORE EJECTION NOZZLE ENABLE THE PULSAR ENERGY TO CUT THROUGH THE STRONGEST ARMOR PLATE. DAMAGE RENDERED ON THE ENEMY SHIP WILL DEPEND ON ENERGY FIRED, DISTANCE TO THE ENEMY, AND THE POWER LEVELS OF THE ENEMY SHIP. THE PULSAR STORAGE UNIT IS ABLE TO DELIVER A MAXIMUM OF 3000 UNITS OF ENERGY AT ONE TIME.

THE PULSARS CAN BE AIMED USING ONE OF TWO METHODS. THE FIRST IS VIA DIRECT KEYBOARD ENTRY. BY TYPING THE APPROPRIATE COURSE TO THE TARGET, THE THE BEAM WILL FOLLOW THAT COURSE UNTIL AN OBJECT IS HIT.

THE SECOND METHOD IS VIA A CROSS-HAIR AIMING SYSTEM. USING EITHER THE JOYSTICK OR THE J,K,M AND I KEYS, THE CROSS-HAIR CAN BE MÁNIPULATED TO A POSITION THAT IS ON TARGET, CAUSING THE CROSS-HAIR TO TURN RED. THE FIRE BUTTON OR RETURN KEY WILL LOCK THE PULSAR TRAJECTORY. THE ASSOCIATED POWER LEVEL OF THAT PARTICULAR ENEMY WILL BE HI-LIGHTED IN YELLOW ON THE TAC SCAN.

THE NEXT ACTION IS THE DECISION OF THE POWER TO FIRE. THE JOYSTICK UP AND DOWN WILL SCROLL THE VALUE QUICKLY, WHILE LEFT AND RIGHT ARE FOR SLOW SCROLLING. THE CURSOR KEYS WILL ALSO PERFORM THE SAME FUNCTION, HOWEVER THE COMMODORE KEY AND CURSOR WILL PROVIDE EXTRA SLOW SCROLLING. THE GRAPH IN THE COMMAND WINDOW SHOWS THE REMAINING POWER IN THE STORAGE UNIT.

A RETURN KEY OR FIRE BUTTON WILL THEN ACTUATE THE PULSARS TO FIRE.

5) PROTON TORPEDOES:

THE INITIAL COMPLEMENT OF A STARSHIP WILL BE 20 MATTER/ANTI-MATTER MAGNETIRAP PROTON TORPEDOES. EACH TORPEDO HAS A LIMITED RANGE OF 0.7 PARSECS, AND COMES WITH ITS OWN PROPULSION SYSTEM. THE AIMING IS IDENTICAL TO THAT OF THE PULSARS. EACH TORPEDO WILL DELIVER APPROXIMATELY 750 UNITS OF ENERGY TO THE TARGET.

A NEW COMPLEMENT OF TORPEDOES CAN BE OBTAINED BY DOCKING WITH ANY STARBASE, AND ACCESSED THROUGH THE RESUPPLY FUNCTION.

THERE IS ANOTHER FEATURE BUILT INTO THE AUTOMATIC FIRING SEQUENCER OF EACH WEAPONS SYSTEM. IF THE SHORT RANGE SCAN IS UNSERVICEABLE, THROUGH THE USE OF THE LOW BAND ENERGY SCANNERS, THE ENEMY CAN BE DETECTED FOR WEAPON LOCK ON.

DUE TO THE HIGH ENERGY CONSUMPTION, THIS METHOD OF LOCK ON IS RESERVED FOR USE ONLY WHEN THE SRS IS OUT OF SERVICE.

IN THE SCANNERS NORMAL OPERATION, WHEN A TARGET HAS BEEN DETECTED, THE SCANNER WILL PAUSE MOMENTARILY AWAITING YOUR CONFIRMATION. IF NO CONFIRMATION IS GIVEN, THE SCANNER WILL THEN PROCEED SEARCHING FOR ANOTHER TARGET. THIS MOMENTARY DELAY CAN BE CANCELLED BY PRESSING THE F7 KEY, THEREBY SENDING THE SCANNER ON TO THE NEXT TARGET.

6) SHIELD CONTROL:

ON EVERY STARSHIP THERE IS A FORWARD AND REAR SHIELD SYSTEM. THE MAIN SHIELD STORAGE UNIT WILL DIRECT ITS POWER TO WHICHEVER SHIELD YOU DESIRE. WHEN ACTIVATED, AND THE SHIELDS ARE DOWN AND FUNCTIONING, THEY WILL AUTOMATICALLY BALANCE WITH THE STORAGE POWER. THE JOYSTICK OR CURSOR KEYS WILL ALTER THE POWER EITHER TO OR FROM THE FORWARD AND READ SHIELDS. YOU MAY ALSO LOWER OR RAISE THE SHIELDS IN THIS MODE.

WHEN YOUR STARSHIP IS IN A BATTLE SITUATION, THE GREATER THE SHIELD STRENGTH, THE LESSER THE DAMAGE FROM A HIT. DUE TO THE ADVANCES IN ARMOR PLATE TECHNOLOGY, YOU MAY WITHSTAND A MINOR HIT WITH ALL SHIELDS DOWN. THIS IS HOWEVER, NOT RECOMMENDED AS SEVERE DAMAGE WILL RESULT.

IF THE SHIELD CONTROL SYSTEM HAS
BEEN DAMAGED, THE SHIELDS CAN STILL BE
RAISED BUT NÓT ADJUSTED INDIVIDUALLY.
ALSO YOU WILL NOT BE ABLE TO TRANSFER
POWER TO OR FROM THE STORAGE UNIT, DUE
TO THE UNEVEN FLUX CORE MAGNETIC FIELD.
REPAIRS MUST BE COMPLETED IN ORDER
TO RETURN TO NORMAL OPERATION.

7) SUBSPACE COMMUNICATIONS:

THE SUBSPACE COMMUNICATOR WILL RECEIVE AND STORE UP TO SIXTEEN MESSAGES, THEREBY STORING A COMPLETE RECORD OF ALL STARBASE ACTION SINCE MISSION START. WHEN A MESSAGE IS RECEIVED THE ANNUNCIATOR LIGHT ON THE SRS OR REPAIR DISPLAYS IS ACTIVATED AND WILL SOUND.

WHEN FIRST ACCESSED, ONLY FOUR MESSAGES CAN BE DISPLAYED, HOWEVER, BY USING THE JOYSTICK OR CURSOR KEYS, YOU CAN SCROLL THROUGH THE ENTIRE MESSAGE LIBRARY.

8) LIBRARY COMPUTER:

THE MESOTRONIC II LIBRARY COMPUTER ENABLES YOU TO HAVE ACCESS TO FOUR IMPORTANT DATA BANKS.

TYPE 8 1: THE GALACTIC SECTOR LIBRARY MAP IS DISPLAYED, ENABLING YOU TO SEE TACTICAL INFORMATION ON ALL ENEMY MOVEMENTS AND LOCATIONS OF ASSIGNED STARBASES. THE YELLOW QUADRANTS INDICATE UNKNOWN AREAS WHERE THE ENEMY MAY BE HIDDEN.

TYPE 8 2: THE GALACTIC QUADRANT MAP WILL BE DISPLAYED. THIS IS A LIST OF ALL THE STAR SYSTEMS IN YOUR PATROL REGION. EACH SYSTEM IS MADE UP OF THREE QUADRANTS.

TYPE 8 3: THIS WILL ACTIVATE THE LIBRARY COMPUTER'S LOW BAND ENERGY SCANNERS, WHICH WILL DETERMINE THE LOCATION OF A STARBASE IN YOUR IMMEDIATE QUADRANT. THIS INFORMATION IS FED DIRECTLY INTO THE HELM CONTROL BY PRESSING THE COMMODORE KEY, OR BY MOVING THE JOYSTICK DOWNWARD.

TYPE 8 4: GALACTIC NAVIGATION IS CONTROLLED THROUGH THIS FUNCTION. THE SCREEN WILL DISPLAY THE GALACTIC LIBRARY MAP WITH A WINDOW OVER YOUR PRESENT LOCATION. YOU CAN THEN MOVE THE WINDOW TO THE QUADRANT YOU WISH TO TRAVEL TO, AND WHILE DOING SO, THE CORRECT COURSE AND PARSECS ARE CALCULATED. UPON EXITING, THE INFORMATION IS FED DIRECTLY INTO THE HELM CONTROL, IN THE SAME MANNER AS THE LOW BAND ENERGY SCANNERS.

9) TRACTOR BEAM:

CO-ORDINATED CROSS-LINKING OF THE MAIN FRAME MESOTRONIC II COMPUTER WITH THE FOURTH GENERATION WARP ENGINES ENABLE YOU TO TRACTOR TARGET SHIPS WITHIN CLOSE PROXIMITY TO YOUR STARSHIP FOR PRISONER CAPTURE AND POSSIBLE INTERROGATION. THIS MAY REVEAL HIDDEN ENEMY LOCATIONS.

BEFORE SUCCESSFUL TRACTORING CAN TAKE PLACE, THE TARGET SHIP MUST BE AT SUFFICIENTLY LOW POWER. THERE IS ALWAYS THE RISK THAT THE TARGET SHIP WILL SELF DESTRUCT, OR FOR THAT MATTER, BE TOO WEAK TO HANDLE THE UNEVEN SURGES IN THE MATTER/ANTI-MATTER MIXING CHAMBER.

THE TRACTOR BEAM CAN ONLY LOCK ON TO ONE TARGET AT A TIME DUE TO THE POSSIBLE DISRUPTION OF THE ENERGY FLUX CORE.

01) WEAPONS STATUS:

EACH OF THE DRIVE, PULSARS AND SHIELD STORAGE UNIT$ CAN HOLD 3000 UNITS OF POWER. THIS FUNCTION WILL DISPLAY THE POWER LEVELS OF EACH STORAGE UNIT. THE NUMBER OF PROTON TORPEDOES IS ALSO DISPLAYED.

THIS DISPLAY CAN BE VERY USEFUL IN DETERMINING IF YOUR SHIP HAS SUFFICIENT POWER TO ENGAGE WITH THE ENEMY.

02) POWER TRANSFER:

DURING THE NORMAL OPERATION OF YOUR MISSION, YOU WILL ENCOUNTER THE NEED TO ALTER THE QUANTITY OF POWER IN ANY STORAGE UNIT. BY ACCESSING THIS FUNCTION, YOU MAY TRANSFER POWER FROM ANY STORAGE UNIT TO ANY OTHER STORAGE UNIT.

THE FIRST TWO INPUTS WILL ASK YOU TO CHOOSE WHICH TWO OF THE THREE STORAGE UNITS THE POWER WILL BE FLOWING TO AND FROM. THE SPACE BAR OR JOYSTICK ARE USED FOR SELECTION. WITH THE CHOICES MADE, THE JOYSTICK OR CURSOR KEYS WILL DETERMINE THE DIRECTION OF ENERGY FLOW. TERMINATION IS VIA THE FIRE BUTTON OR RETURN KEY.

03) RESUPPLY:

AS THE SIMULATION PROGRESSES, THE NEED WILL ARISE FOR RESUPPLYING YOUR STARSHIP WITH ADDITIONAL ENERGY AND TORPEDOES. BY DOCKING WITH A STARBASE (MOVING ALONG SIDE OF IT) AND ACCESSING THIS FUNCTION, THE STARSHIP WILL AUTOMATICALLY BE RESUPPLIED. IF THE SHIELD CONTROL HAS MALFUNCTIONED, IT CANNOT ACCEPT ANY POWER AND RESUPPLY TO THE STORAGE UNITS WILL THEREFORE BE LOCKED OUT.

04) DAMAGE CONTROL:

THIS FUNCTION WILL JUST DISPLAY THE RELATIVE EFFICIENCY RATINGS OF EACH CRITICAL DEVICE.

DURING INTERACTION WITH THE ENEMY, THE CRITICAL DEVICES MAY SUSTAIN DAMAGE WHICH COULD RENDER THEIR OPERATION UNSERVICEABLE. IF A CERTAIN DEVICE'S EFFICIENCY RATING DROPS BELOW 80%, THAT DEVICE IS AUTOMATICALLY LOCKED OUT DUE TO THAT DEVICES UNCERTAIN OPERATION. IF ITS RATING FALLS BELOW 40%, REPAIR CAN ONLY TAKE PLACE AT A STARBASE.

05) REPAIR:

THERE ARE TWO METHODS OF REPAIRING A STARSHIP. THE MOST ECONOMICAL (FASTEST) IS PERFORMED WHILE DOCKED WITH A STARBASE. IF THE DAMAGE IS SO EXTENSIVE THAT PARTS ARE REQUIRED TO FIX THE DEVICE, THEN THESE PARTS CAN ONLY BE FOUND AT A STARBASE. THE SECOND METHOD IS MIDSPACE REPAIR. THIS IS ACTUATED IN ANY POSITION OTHER THAN DOCKED.

WHILE IN STARBASE REPAIR, ALL OF THE DEVICES ARE REPAIRED AT THE SAME RATE, AND SINCE NEW PARTS CAN BE SUBSTITUTED FOR DAMAGED PARTS, THE RATE OF REPAIR IS CONSIDERABLY FASTER THAN DURING MIDSPACE REPAIR.

WHILE IN MIDSPACE REPAIR, ONLY ONE DEVICE CAN BE SELECTED FOR REPAIR AT A TIME. HOWEVER, AS TIME PASSES, OTHER TECHNICIANS WILL BE REPAIRING OTHER DEVICES, AND SO THEIR EFFICIENCY RATING WILL ALSO CLIMB, BUT AT A CONSIDERABLY SLOWER RATE THAN THAT OF THE SELECTED DEVICE.

THERE IS ALSO A COMMUNICATION ANNUNCIATOR LIGHT TO WARN OF MESSAGES RECEIVED, WHICH IS LOCATED AT THE BOTTOM OF THE REPAIR SCREEN.

REMEMBER THAT AS THE STARDATES ARE INCREMENTED, THE ENEMY IS CONTINUING TO ATTACK AND POSSIBLY DESTROY THE STARBASES. CARE SHOULD BE USED IN USING THIS FUNCTION TOO OFTEN.

06) STATUS REPORT:

THE STATUS REPORT WILL DISPLAY THE CURRENT STATUS OF THE MISSION. THIS IS FOR YOUR INFORMATION ONLY AND SERVES NO REAL TACTICAL PURPOSE. HOWEVER, THE FINAL EFFICIENCY RATING IS BASED ON THE INFORMATION FOUND IN THE STATUS REPORT.

THE WEAPONS HISTORY WILL, HOWEVER, SHOW THE ACCURACY OF ALL YOUR TACTICAL FIRING (I.E. IF YOU MISS HALF THE SHOTS ON EITHER THE PULSARS OR TORPEDOES, YOU WILL HAVE AN ACCURACY OF 50% ON THAT SYSTEM).

THERE ARE SEVERAL OTHER SECTIONS WORTH NOTING. THE DAMAGE ENERGY REC'D IS THE AMOUNT OF ENERGY THAT HAS HIT YOUR SHIP. A GOOD CAPTAIN WILL KEEP THIS TO A MINIMUM. THE TOTAL ENERGY IS THE TOTAL ENERGY YOU HAVE USED THROUGHOUT THE MISSION, AND AGAIN, TRY TO KEEP THIS TO A MINIMUM.

OPERATIONS MANUAL:

THIS FUNCTION WILL ASSIST YOU IF, AT ANY TIME, YOU ARE UNSURE OF THE INPUTS REQUIRED TO ACCESS ANY DEVICE OR FUNCTION. WHILE IN THE COMMAND MODE, (THE WORD "COMMAND" WRITTEN AT THE BOTTOM OF THE SCREEN) PRESSING THE SPACE BAR WILL ACCESS THIS FUNCTION.

SELF DESTRUCT:

WARNING: THIS ACTION SHOULD NOT BE PERFORMED UNLESS DRASTIC CIRCUMSTANCES ARISE.

  TO ACCESS THIS SYSTEM, TYPE 0 D. THIS IS FOLLOWED BY A SERIES OF FOUR SECURITY CODES. THEY ARE AS FOLLOWS:

DESTRUCT SEQUENCE ONE: 11A
DESTRUCT SEQUENCE TWO: 11A2B
DESTRUCT SEQUENCE THREE: 1B2B3

FINAL CODE: 000

  SELF DESTRUCTION IS A RESULT OF THE CRITICAL DEGENERATION OF THE MATTER/ANTI-MATTER FLUX TUBE. THERE IS A 20 SECOND TIMER SHOWING THE COUNTDOWN TO DESTRUCTION. THIS CAN ONLY BE TERMINATED WITHIN FIFTEEN SECONDS FROM FLUX TUBE COLLAPSE (TYPE RETURN).

THERE IS AN ADDITIONAL SET OF KEYS RESERVED FOR SPECIFIC FUNCTIONS. THESE ARE:

F1 - RAISE AND BALANCE FORWARD AND REAR SHIELDS.

F3 - DROP BOTH SHIELDS TO ZERO.

F5 - CANCEL KLAXON HORN.

F7 - SWIVEL YOUR STARSHIP ABOUT ITS VERTICAL AXIS.

ESC - (←) ESCAPE FROM ANY SYSTEM AND RETURN TO COMMAND MODE.

RUN/STOP - PAUSES THE MISSION UNTIL PRESSED AGAIN.

MOST OF THESE FUNCTIONS WILL WORK INDEPENDENTLY WITH OTHER SYSTEMS, HOWEVER, AT TIMES THEY MAY BE LOCKED OUT.

ADJUST SYSTEMS:

BEFORE YOUR MISSION BEGINS, THERE IS AN OPPORTUNITY TO ALTER THE COMPLEXITY OF THE SIMULATION. WHILE ON THE INITIAL COMMUNICATION MESSAGE, PRESSING THE F KEY WILL DISPLAY THE ADJUST SYSTEMS BOARD. HERE YOU WILL BE ABLE TO ALTER THE FILTERING EFFECT TO TUNE THE SOUNDS SPECIFICALLY TO YOUR SYSTEM. ALSO IF YOU PREFER A SIMPLER MISSION, YOU CAN SELECT ACTIVE ENEMY AND REAL TIME TO "ON", OR OFF.

IF YOU SELECT ACTIVE ENEMY OFF, THEN EVERY TIME YOU ENCOUNTER AN ENEMY, HE WILL WAIT FOR YOU TO MAKE THE FIR$T MOVE. WITH AN ACTIVE ENEMY, YOU MAY BE SURPRISED BY THE QUICKNE$S OF HIS ATTACKS. KLYRONS ARE NOT VERY FORGIVING!

IF YOU SELECT REAL TIME OFF, THEN THE ONLY TIME THE STARDATES WILL BE INCREMENTED WILL BE DURING STARSHIP MOVEMENT AND REPAIR. AS TIME PASSES, ALL THE NORMAL SPACE ACTIVITIES WILL TAKE PLACE. THESE INCLUDE DEVICES BEING REPAIRED, STARBASES BEING ATTACKED BY KLYRONS, OR EVEN DESTROYED.

WITH EITHER OF THESE OPTIONS SELECTED OFF, YOUR OVERALL POSSIBLE EFFICIENCY RATING WILL BE FAR LESS THAN WITH THEM ON.

ANOTHER FEATURE ALLOWS YOU TO SELECT ANY ONE OF 128 "SET" MISSIONS. BY PRESSING THE F8 KEY, THE WORD SIMULATION WILL APPEAR IN THE UPPER LEFT WINDOW. YOU WILL THEN ENTER A ONE TO THREE DIGIT CODE TO SELECT A PARTICULAR MISSION. NUMBERS GREATER THAN 128 WILL BECOME MULTIPLES OF 128 (I.E. 130 IS REALLY 130 - 128 = 2).

EACH CODE NUMBER WILL ALWAYS PRODUCE THE SAME MISSION, THEREBY ALLOWING TWO OR MORE CANDIDATES TO TEST THEIR SKILLS AGAINST EACH OTHER.

BECAUSE EACH SIMULATION NUMBER PRODUCES A DIFFERENT MISSION, SOME ARE MORE DIFFICULT THAN OTHERS. THE FOLLOWING IS A SHORT LIST OF SEVERAL SIMULATION NUMBERS IN CATEGORIES OF DIFFICULTY. THESE SIMULATIONS ARE FROM EASIEST TO MOST DIFFICULT.

CATEGORY	SIMULATION	# OF BASES
EASY	37	5
	03	4
	87	3
AVERAGE	85	5
	73	4
	96	3
HARD	04	5
	108	4
	100	3

AFTER YOU FEEL YOU HAVE ACQUIRED THE TRUE SKILLS OF A STARSHIP CAPTAIN, TRY SIMULATION NUMBER 24. YOU WILL NEED THE SKILL, AND ABILITY TO DO WHAT YOU HAVE TO DO TO TURN DEATH INTO A FIGHTING CHANCE TO LIVE.

THERE IS ONE MORE OPTION YOU CAN SELECT BEFORE STARTING YOUR MISSION. DURING THE INITIAL COMMUNICATIONS MESSAGE, YOU CAN PRESS THE RUN/STOP KEY TO RECEIVE A TOTALLY RANDOM MISSION. NOT INCLUDING THE "SET" MISSIONS, THERE ARE OVER 1.26 TRILLION RANDOM MISSIONS. WITH AN AVERAGE MISSION TAKING ABOUT 40 MINUTES, THERE IS A TOTAL OF 95.89 MILLION YEARS OF CONTINUOUS PLAYING.

WARNING: DO NOT ATTEMPT TO SIMULATE EVERY MISSION. IT CAN BE HAZARDOUS TO YOUR WELL BEING.

SUMMARY OF INPUTS FOR FUNCTIONS:

NOTE: FOLLOWING EACH INPUT, THE DATA IS CONFIRMED OR ENTERED USING THE FIRE BUTTON OR RETURN KEY.

1) HELM CONTROL:

COURSE: A) DIRECT NUMERIC ENTRY (JUST ENTER IN THE VALUE YOU WANT).

B) COMMODORE KEY, JOYSTICK DOWN, (FAST INPUT). USED ONLY AFTER NAVIGATIONAL COMPUTER AND STARBASE SCANNER. THE FAST INPUT WILL BE LOCKED OUT IF THE WARP DRIVE HAS MALFUNCTIONED.

PARSECS: A) DIRECT NUMERIC ENTRY.

B) SAME AS SECTION B) ABOVE.

WARP FACTOR: A) DIRECT NUMERIC ENTRY.

B) JOYSTICK.

2) PULSAR CONTROL:

AIMING: A) DIRECT NUMERIC ENTRY.

B) CROSS-HAIR LOCK ON. USES THE JOYSTICK OR J, K, M AND I KEYS.

POWER SELECTION: A) FAST: JOYSTICK UP/DOWN OR CURSOR KEYS.

B) SLOW: JOYSTICK LEFT/RIGHT OR SHIFTED CURSOR KEYS.

C) SLOWER: COMMODORE KEY AND CURSOR COMBINATION.

3) PROTON TORPEDOES:

AIMING: IDENTICAL TO PULSARS.

4) SHIELD CONTROL:

ADJUST VALUES: JOYSTICK/CURSORS.

5) SUBSPACE COMMUNICATIONS:

MESSAGE SCROLL: JOYSTICK/CURSORS.

6) LIBRARY COMPUTER:

NAVIGATIONAL COMPUTER: SELECT DESTINATION QUADRANT WITH JOYSTICK OR CURSORS.

STARBASE NAVIGATION: A) DIRECT NUMERIC ENTRY

B) SAME A HELM CONTROL COURSE SELECTION, SECTION B.

7) TRACTOR BEAM:

PRISONER INTERROGATION: JOYSTICK, CURSORS OR SPACE BAR.

8) POWER TRANSFER:

SELECT TO/FROM: JOYSTICK LEFT/RIGHT OR SPACE BAR.

TRANSFER POWER: JOYSTICK/CURSORS.

9) MIDSPACE REPAIR:

SELECT DEVICE: JOYSTICK/CURSORS. (YOU CAN CANCEL EARLY WITH THE FIRE BUTTON OR RETURN).

10) STARBASE REPAIR:

ACTUATE: FIRE BUTTON OR RETURN KEY.

11) ADJUST SYSTEMS:

FILTER ADJUST: JOYSTICK/CURSORS.

SIMULATION NUMBER: DIRECT NUMERIC ENTRY, (ANY VALUE FROM 0 TO 999).

12) KEYBOARD JOYSTICK:

USING THE J, K, M AND I KEYS, YOU CAN SIMULATE THE USES OF A JOYSTICK. THE OPERATION IS SIMILAR BUT REQUIRES A BIT OF EXPERIENCE TO MASTER.

WARNING: DO NOT USE RUN/STOP RESTORE COMBINATION AT ANY TIME. THE SYSTEM MAY LOCK UP.

THERE MAY BE A TIME DURING YOUR MISSION THAT YOU WILL NEED TO KNOW THE LOCATIONS OF THE STARBASES, BUT IF THE LIBRARY COMPUTER HAS BEEN DAMAGED, FINDING THESE BASES JUST BY THEIR NAME LOCATIONS CAN BE DIFFICULT. TO HELP WITH THIS, A PRINT OUT THE GALACTIC QUADRANT MAP CAN BE USED FOR REFERENCE DURING THE MISSION.

DO YOU WANT TO PRINT A HARD COPY. (Y/N)

GALACTIC QUADRANT MAP

	1	2	3	4	5	6	7	8	9
1	ANTARES			SIRIUS			MIMOSA		
2	RIGEL			DENEB			HADAR		
3	PROCYON			CAPELLA			TELLUN		
4	VEGA			EL NATH			BELLATRIX		
5	CANOPUS			ALDEBARAN			CETUS		
6	ALTAIR			REGULUS			ELAEN		
7	YENTRUOC			ARCTURUS			CEPHEID		
8	POLLUX			NOMOLOS			TIBURON		
9	ORION			CYGNUS			NASUS		

EACH QUADRANT IS DENOTED BY AN ASSOCIATED NAME PLUS A NUMBER SYSTEM. FOR EXAMPLE, DENEB II IS LOCATED AT QUADRANT 2 (DOWN), 5 (OVER). TO THE RIGHT IS DENEB III, WHILE TO THE LEFT WOULD BE DENEB I.

RECENTLY, AT GREAT RISK TO SEVERAL STARFORCE ALLIES, A SECRET COMMUNICATION WAS INTERCEPTED AND DECODED. THIS MESSAGE DETAILED SOME OF THE BATTLE PLANS OF THE KLYRON EMPIRE.

IT IS BELIEVED THAT DURING YOUR MISSION, YOU MAY NOTE THE FOLLOWING BEHAVIOR PATTERNS IN THE KLYRON BATTLECRUISERS.

ONCE ORDERED TO ATTACK AN OUTPOST, A KLYRON BATTLECRUISER WILL REMAIN IN THAT REGION UNTIL HIS OBJECTIVE HAS BEEN COMPLETED. THEY WILL ALSO ATTACK RANDOMLY AND WITHOUT CAUSE. IF YOU ARE IN PURSUIT OF THE ENEMY, HE MAY QUICKLY ALTER HIS POSITION TO SET UP FOR A POSSIBLE ATTACK OF AN OUTPOST. THIS CAN BE OBSERVED WHEN, AS YOU ENTER A QUADRANT TO DO BATTLE, YOUR TARGET HAS FLED TO ANOTHER POSITION.

DUE TO THE RANDOM NATURE OF THE ATTACKS, A KLYRON BATTLECRUISER MAY ENTER YOUR QUADRANT AND INITIATE THE ATTACK. HE WILL EITHER STRIKE FIRST UPON THE STARBASE, OR A DIRECT ASSAULT AGAINST YOUR STAR$HIP. A KLYRON WILL NOT, HOWEVER, ENTER YOUR QUADRANT UNLESS THERE IS A SECONDARY TARGET AVAILABLE, SUCH AS STARBASE.

IF YOU ARE ABOUT TO ENGAGE WARP DRIVE AND LEAVE THE QUADRANT AND A KLYRON APPEARS ON YOUR SHIPS SCANNERS, THE NAVIGATIONAL COMPUTER WILL AUTOMATICALLY SHUT DOWN YOUR WARP ENGINES, ALLOWING YOU TO TRAVEL ONLY THREE SECTORS FROM YOUR INITIAL POSITION, SO YOU CAN READILY DEFEND THE STARBASE.

ONCE YOU ARE ENGAGED IN BATTLE WITH THE ENEMY, YOU MUST BE EXTREMELY CAUTIOUS. A KLYRON BATTLECRUISER HAS DESIGNED FOR SPEED AND MANEUVERABILITY. IF PRESENTED WITH A CHANCE, THEY WILL STRIKE SEVERAL TIMES IN SUCCESSION. THEY WILL SHOW NO MERCY!

IN THE COURSE OF BATTLE, IF YOU HAVE REDUCED THE KLYRONS POWER TO ABOUT 25%, (OF FULL POWER), HE MAY TAKE EVASIVE ACTION. THE ENEMY COMMANDER MAY ORDER HIS SHIP TO HIDE BEHIND A PLANET, A STARBASE OR EVEN ANOTHER KLYRON BATTLECRUISER.

THERE ARE SEVERAL OPTION OPEN TO YOU AT THIS POINT. IF YOU MANEUVER TO A STRIKE POSITION, HE MAY BE LAYING IN WAIT FOR YOU. YOUR BEST APPROACH WOULD BE TO MOVE TO A POSITION IN WHICH YOU CAN JUST MANAGE A SHOT AT THE TARGET.

IT HAS RECENTLY BECOME KNOWN THAT THE KLYRON EMPIRE HAS PERFECTED A FORM OF A CLOAKING DEVICE. THERE MAY BE A TIME IN WHICH YOUR SCANNERS WILL PICK UP THE SLIGHTEST TRACE OF THE ENEMY JUST BEFORE HE ENGAGES THE CLOAKING SYSTEM. THERE WILL THEN BE NO TRACE OF HIM IN ANY OF YOUR SCANNERS, HOWEVER, HE WILL BE SHOWN ON THE LRS AND THE COMPUTER LIBRARY FUNCTIONS.

ANY DECISION TO ATTEMPT TO TAKE PRISONERS IS ALWAYS YOURS, HOWEVER, TRY NOT TO PUT YOUR SHIP ÁND CREW ÍN UNNECESSARY JEOPARDY. REMEMBER, KLYRONS DO NOT TAKE PRISONERS!

GOOD LUCK!!

DESIGNER'S NOTES:

FROM THE FIRST DAY THE MAN VENTURED INTO SPACE, HE HAS NEVER LOOKED BACK.

I HAVE ALWAYS BEEN FASCINATED BY THE THOUGHT OF SPACE TRAVEL AND ALL THAT IT ENTAILS. THIS PROGRAM HAS BEEN WRITTEN FOR ALL THOSE WHO WOULD DARE VENTURE INTO THE UNKNOWN.

WHILE PLAYING THE GAME, TRY TO WATCH HOW THE SYSTEMS INTERACT WITH EACH OTHER. CONSIDERABLE DETAIL HAS BEEN GIVEN TO EACH SYSTEM AND REALISM WAS THE MAIN CONCERN WHILE PROGRAMMING THIS SIMULATION.

I HOPE YOU WILL FIND THIS SIMULATION MORE THAN JUST A "GAME". IF YOU FEEL A TWINGE OF APPREHENSION AS THE ENEMY TURNS TO FIRE, THEN MY EFFORTS HAVE NOT BEEN IN VAIN.

DAVE NEALE